Legend of the North

KONUNG

Fantasy Role-Playing

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Introduction

Eons ago, during the Age of Magic, the Earth was ruled by ancient gods. They commanded the peoples of their domains, and the mightiest of which was the Nordic Clan. The Nordic possessed many formidable magical artifacts, and the most potent of them all the Bracelet of Lordship. Carved from a mysterious Dragon Stone, the artifact was a gift from the gods, who themselves had wrested the Bracelet from the hands of their forefathers.

The power of the Bracelet was such that it gave its masters control over the minds of mortal men.

But the Age of Magic was not to last forever. The twilight of the gods was finally upon them.

The Nordic Clan hid the bracelet deep in uncharted lands, where mortals would settle thousands of years later. They hoped that when the moon and the stars were just right, the bracelet would be restored and their people would once again rise to power.

The gods favored the heroes of the north and placed a dragon to guard the dreadful treasure. The task of keeping eternal vigil over the bracelet was given to Orr, one of the demi-gods. To aid him the gods gave him an amulet, which granted him control over the dragon.
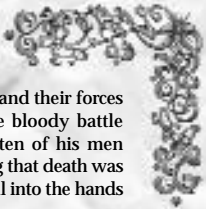
The years passed ... centuries became millenniums.

Orr kept his vigil, and guarded the Dragon Amulet that would give its master control over the Dragon, and thereby control over the Bracelet of Lordship.

He gathered a small clan around him, waiting...

Waiting for the day when the true masters of the Bracelet of Lordship would return.

Then one fateful day the Yellow Dogs, creatures of Chaos and Destruction, found Orr and his warriors in a small encampment.

The Dogs were the eternal enemies of the Nordic Clan, and their forces heavily outnumbered Orr's band of mere mortals. The bloody battle raged for three long hours, until Orr saw that only ten of his men were still standing with no chance of escape. Realizing that death was iminent, Orr resolved to never let the Dragon Amulet fall into the hands of his enemies.

With his heart filled with sorrow he broke the amulet into three pieces and sent his loyal hawks to take the fragments to his old and trustworthy friends and comrades-in-arms. The first hawk flew towards the camp of the slavic hero Vseslav. But the mighty bird never reached its destination. The bird fell from the sky, killed by an arrow. The marksman was Wolf, a mysterious wanderer who dwelt in the woods of the Northern Lands. He hoped for the power of the Bracelet to help him build a mighty kingdom in the Slavic lands.

The second part of the Amulet reached Sigurd, a viking hero of true valor. It was to be his doom.

One night Sigurd was slained by his trusted friend Eric. The traitor lusted for the amulet and the power of the Bracelet, and with the fragment in his hands he set out on a war against the slavic tribes.
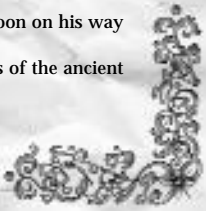
The third hawk flew to Byzanitum, and to the hero Konstantin.

A sense of doom came over Orr's old friend when he received his part of the Amulet.

Realizing that something horrible had happened to Orr, Konstantin understood that on him alone the fate of the Bracelet of Lordship depended.

Signing on as a guard with a trade caravan, he was soon on his way to the Northern Lands.

Two months later the fates of these three descendants of the ancient gods would cross in these fateful lands.

Installation

System Requirements:

- Windows 95/98
- DirectX 6.0
- DirectShow 6.0
- Intel Indeo 5.06
- Pentium 166 MHz
- 32Mb RAM (recommended 64Mb)
- HDD 150 Mb
- 8x CD-ROM (recommended 16x)
- Mouse
- DirectX-compatible (16 bit, 44 kHz, stereo)

Multiplayer:
- Up to 16 players on LAN or Online

Starting the game.

Insert game CD into your CD-ROM-drive. If you have the autorun feature enabled, the installation program will appear after a short while. Click the Install button to start the setup. If you do not have the autorun feature enabled, browse the CD with Windows Explorer and run the Setup program.

Additional installation maybe required if you don't have the following installed on your system
Install Intel Indeo(r) 5.06 (or higher)
Install Microsoft® DirectX® 6.0 (or higher)
Install Microsoft® DirectX® Media 6.0 (or higher)

The Game

Start Single Player Game.
Click on Game button after setup is complete. Or run Konung from Start Menu (Start button).

Controls

Main menu [ESC]

Map [M]

Information Panel [Q]

Inventory panel [I]

Inventory bar 🗂

Use item 🖱
Right click on item

Take/drop item 🖱
Left click on item

Select character
Left click on his 🖱
Face Icon or
Right click on 🖱
character in the main screen.

Unselect character
Right click on his 🖱
Face Icon

Select group Shift+🖱
shift + Left click on his Face Icon or
Shift+🖱
shift + Right Click on character

Select all Shift+[A]

Select next character [Tab]

Draw/hold weapon [Space]

Change weapon 1 2 3

Move 🖱
Left click in your battle screen to
move your character.

Pickup an item 🖱
Right click on item.

Talk 🖱
Left click on the character you
want to talk to.

Talk to party member
Control+🖱
Ctrl + Left click on his face icon

Attack 🖱
Right click

Attack (for whole party) [A]

Follow me (for whole party) [F]

Increase game speed Gray ➕

Decrease game speed Gray ➖

Transparent panels [T]

Controls

Interface

Any character may be in two modes: battle mode and normal mode. Character in battle mode draws weapon and attacks any target if you right click on it. Right click on target in normal mode opens the dialog panel (if this option is possible). The Cursor is an important element of the interface. The Cursor is dynamic and takes different forms depending on situation.

There are several types of cursor:

- Appears when you target passable terrain.

- Appears when you target impassable terrain.

- Appears when you target NPC or monster in battle mode.

- Appears when you target any item lying on the ground.

- Appears when you target NPC or monster in normal mode.

Controls

If you press ⌨ key, a small panel that allows you to operate items in your inventory will appear. To use an item, right click on it. To pass an item to another party member, left click on the item and drop it on target face. To drop an item you must left click on it and then left click on ground. Don't forget that if you leave current location this item would be lost forever. Picked up items appear in the first slot of your inventory. Cursor also depends on the type of item you are trying to use, drop or pass.

- cursor, showing sword.

- cursor, showing armour.

- cursor, showing potion.

- cursor, showing bow.

- cursor, showing shining star.

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This Booklet is to be used as a reference, for detailed information on the operation of this game, please refer to the electronic manual on the CD. The Manual is located in the "Manual" folder found in the root directory of the game CD.